

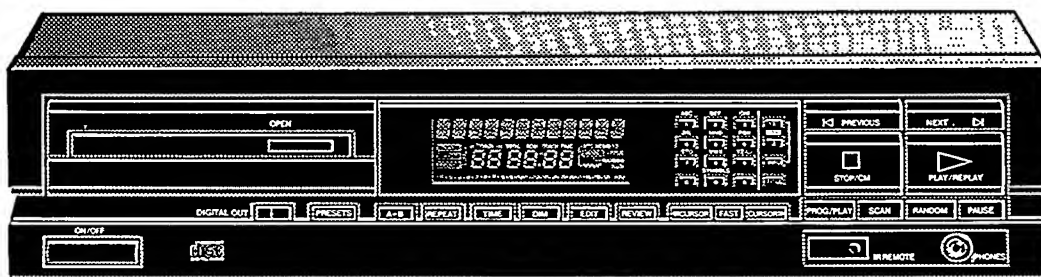


CONSUMER ELECTRONICS

PHILIPS



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CD 630

(GB)

Compact Disc Player

(F)

Lecteur de Disques Compacts

(D)

Compact Disc-Spieler

(NL)

Compact Disc-Speler

(E)

Reproductor 'Compact Disc'

(I)

Lettore di Compact Disc

(DK)

Compact Disc-Afspiller

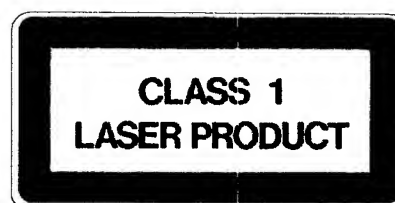
(S)

Compact Disc-Spelare

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Compact Disc -Soitin

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INTRODUCTION

The Compact Disc system is a major step forward in the sphere of audio technology. By employing the most sophisticated digital and optical technologies, Compact Disc not only produces the ultimate in sound reproduction, it also offers unprecedented ease of operation, with rapid access to every track on the disc and the possibility of programming.

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INSTALLATION

CHECKING THE POWER SUPPLY SETTING

- Check that the type plate on the rear of your player indicates the correct supply voltage.
- If your mains supply voltage is different, consult your dealer or our Service Organisation.

Important!

Certain versions of this player are equipped with a voltage selector (e), which enables you to set the player to the correct mains voltage yourself. When changing the voltage setting from 220/240 V to 110/127 V or vice versa, it is also necessary to change the mains fuse to one of the correct rating.

Replacing the mains fuse

- Using a screwdriver, remove the mains fuse holder (f).
- Remove the old fuse and replace with a fuse of the correct rating (800 mA for 110/127 V; 500 mA for 220/240 V).
- Refit the mains fuse holder.

REMOVING THE TRANSIT CLAMPS (Fig. 1-2)

The two red transit clamps on the bottom lock the play mechanism to protect it during transportation.

- Turn the player upside down.
- Turn the clamps anti-clockwise and remove them from the player.
- Store them in the recesses provided.

Replace the clamps if you wish to transport the player. To do this, turn the player upside down, insert the clamps in the holes provided and rotate them clockwise until they lock in position.

INSERTING AND REPLACING THE BATTERIES IN THE REMOTE CONTROL (Fig. 3)

- Open the battery compartment.
- Insert the two batteries according to the diagram in the compartment.
- Replace the cover.

The life of the batteries is around one year. Remove them when they are flat or when you are not intending to use the remote control for some time.

In this way you will prevent damage to the remote control by possible battery leakage.

For replacement only use batteries of the type R03, UM4 or AAA.

SITING THE COMPACT DISC PLAYER

Free-standing

- Always position the player horizontally on a flat, firm surface.
- Allow a free space of at least 3 cm above the player so as not to interfere with the cooling of the player.

In an audio rack

- The player can be sited in any desired position.

Stacked

- Site the player preferably at the bottom or at the top.
- Never position the player directly on top of a high-power amplifier, as such an amplifier gives off a substantial amount of heat.

Important!

Never allow the player to stand for long periods in direct sunlight or near a heat source.

CONNECTIONS (Fig. 4)

a Connection for the mains lead

b ANALOGUE OUTPUT:

FIXED (1): for connection to a PHILIPS amplifier or HiFi system with its own remote control.

VARIABLE (2): For connection to an amplifier or HiFi system without its own remote control.

- Insert a red plug into the 'R' socket (right-hand channel) and the other plug into the 'L' socket (left-hand channel) of the FIXED output (b-1) or the VARIABLE output (b-2). In the case of connection via the VARIABLE output, the sound level can be adjusted with the ▼ VOLUME ▲ keys on the remote control.
- Insert the two other plugs into the corresponding sockets of the CD or AUX input of your amplifier.

You can also use the TUNER or TAPE IN connection, but *never* the PHONO input. This is not suitable for Compact Disc reproduction.

- c **DIGITAL OUTPUT COAX:** for digital signal processing or future applications such as CD-I. This output supplies a digital signal and can therefore only be connected to an input which is suitable for this signal. Use here a lead with one cinch plug on either end.

Important!

Never connect this socket to a non-digital input of an amplifier, such as AUX, CD, TAPE, PHONO, etc. This can damage the amplifier and the loudspeakers.

- d **REMOTE CONTROL OUT IN:** for a remote control system.

Use this connection for:

- Connecting up the equipment when you are incorporating the player in a PHILIPS HiFi system with its own remote control system.
- Connecting the remote control receiver EM 2200, available as an accessory, if the siting of the player prevents its IR REMOTE eye from receiving the signals from the remote control directly.
- e **VOLTAGE SELECTOR:** see 'Checking the power supply setting'.
- f **MAINS FUSE HOLDER:** see 'Replacing the mains fuse'.

OPERATION

EXPLANATION OF KEYS ETC. (Fig. 5)

1 ON/OFF

- › For switching on and off.

2 Disc tray on which the **OPEN** key is situated; the tray closes when the front is pressed briefly.

3 DISPLAY

- › Informs you about the functioning of the player.
- › Displays details from the disc's track list.
See also: 'The indications on the display'.

4 C(LEAR)

- › For erasing track numbers from a programme.
- › For erasing 'names' and favourite track selections from the FTS memory.

5 Digit/alphabet keys

- › For selecting another track during play.
- › For selecting a track number to start play with.
- › For selecting track numbers when compiling a programme.
- › For entering the recording time when making a tape recording.
- › For naming discs and track numbers.

6 S(TORE)

- › For storing track numbers in a programme.
- › For storing a programme in the FTS memory.
- › For storing 'names' in the FTS memory.
- › For storing personal presets.

7 FTS

'1' and '2'

- › For activating the Favourite Track Selection circuit.

INFO

- › For checking the FTS memory.

8 TITLE

- › For naming discs and track numbers.
- › For calling up a 'name' you have entered.

9 STOP/CM

- › For stopping play (STOP).
- › For erasing a programme (CM = Clear Memory).

10 PREVIOUS and NEXT

- › For selecting another track during play.
- › For selecting a track number to start play.
- › For selecting track numbers when compiling a programme. (PREVIOUS from high to low and NEXT from low to high.)

11 PLAY/REPLAY

- › For starting play (PLAY).
- › For returning to the beginning of a track (REPLAY).

12 DIGITAL OUT

- › For switching the DIGITAL OUT output on and off.
Only use this key if you connect the player to other digital equipment via the DIGITAL OUT output.
When the DIGITAL OUT output has been switched on, the green indicator to the left of the key lights up.

13 PRESETS

- › Selection of the PRESETS mode for entering and storing personal preferred settings.

14 'A-B'

- › For setting the starting and stopping point of a passage to be repeated.

15 REPEAT

- › For repeating a disc or a programme.

16 TIME

- › For selecting the time information you want to see:
 - **TRACK TIME**: the elapsed playing time of the track being played.
 - **REM TRACK TIME**: the remaining playing time of the track being played.
 - **TOTAL REM TIME**: the remaining playing time of a disc or a programme.

17 DIM

- › For adjusting the brightness of the display.

18 EDIT

- › For selecting EDIT mode to enter the recording time when making a tape recording.

19 REVIEW

- › For checking a programme.

20 ◀◀ **CURSOR** and **CURSOR** ▶▶

- › For fast search to a particular passage during play (◀◀ **CURSOR** backwards and **CURSOR** ▶▶ forwards).
When used in conjunction with **FAST**, the search speed is increased.
- › For moving the cursor on the display when naming a disc or track number.

21 **PROG(RAM)/PLAY**

- › For direct programming (PROGRAM) or immediate selection and playback (PLAY) of track numbers.

22 **IR REMOTE**

- › Receives the signals from the remote control.

23 **SCAN**

- › For automatically playing the beginning of each track.

24 **RANDOM**

- › For playing in random order.

25 **PHONES**

- › For connection of headphones.
See also: 'Listening with headphones'.

26 **PAUSE**

- › For interrupting play.
- › For holding play at the start of a disc, track or passage.

REMOTE CONTROL

The following keys have a different label on the remote control:

- **PROG(RAM) PLAY** = **DIRECT PR(OGRAM)/PLAY**
- **STOP/CM** = **STOP**
- **PLAY/REPLAY** = **PLAY**
- **PREVIOUS** = **◀ TRACK**
- **NEXT** = **TRACK ▶**
- **◀◀ CURSOR** = **◀ SEARCH**
- **CURSOR ▶▶** = **SEARCH ▶**
- **'A-B'** = **'A/B'**

The remote control also has the following extra keys:

OPEN/CLOSE

- › For opening and closing the disc tray.

◀ INDEX ▶

- For selecting another index number during play.
- For selecting an index number to start play with. (◀ from high to low and ▶ from low to high.)

▼ VOLUME ▲

- › For adjusting the sound level when the player is connected via the **VARIABLE** output to an amplifier or HiFi system without its own remote control ('▼' from high to low; '▲' from low to high).

For the best reception of the signals from the remote control you should aim it as directly as possible at the **IR REMOTE** eye.

The eye lights up when it receives a signal from the remote control.

THE INDICATIONS ON THE DISPLAY (Fig. 6)

Each Compact Disc has, along with the music, a list detailing the numbers of the tracks, the playing time of each track and the total playing time of the disc. The player always scans this first and stores it in its memory in order, for instance, to provide information via the display.

PLAY

- › Lights up above **DIRECT** when the player is put in the direct play mode.

PROGR

- › Lights up under **DIRECT** when the player is put in the direct programming mode.

TRACK

Under this indication you will see:

- › What track is being played.
- › The number of tracks on the disc after it has stopped.
- › The number of tracks in a programme.

TRACK TIME

Under this indication you will see:

- › The elapsed playing time of the track being played.
- › The total playing time of a disc or programme.

REM TRACK TIME

- › Indicates the remaining playing time of the track being played.

TOTAL REM TIME

- › Indicates the remaining playing time of a disc or programme.

MODE

Indicates the following functions:

– FTS MEMO 1 or FTS MEMO 2

- › Flashes after FTS 1 or FTS 2 has been pressed.
- › Lights up when a programme from the FTS memory is played.

– TITLE

- › Lights up after the TITLE key has been pressed.

– RANDOM

- › Lights up when the tracks on the disc are played in random order.

– REPEAT

- › Lights up when you repeat a disc or programme.

– REPEAT A-B

- › Lights up when a passage is repeated.

'1-20' track number indicator

- › Shows the number of tracks on the disc after the track list has been scanned.

' + 20'

- › Lights up when there are more than 20 tracks on a disc.

READING

- › Lights up when you switch the player on and when the disc's track list is being scanned.

8 CM DISC

- › Lights up when a 8-cm disc is loaded.

12 CM DISC

- › Lights up when a 12-cm disc is loaded.

PLAY

- › Lights up while a disc is playing.

GO INTO STOP

- › Lights up if you try to activate a function for which you must first stop play.

GO INTO PLAY

- › Lights up if you try to activate a function for which you must first start play.

ERROR

- › Lights up if you make a mistake when operating the player.

PLAYING THE ENTIRE DISC (PLAY/REPLAY)

- Press ON/OFF to switch the player on.
 - › **READING** lights up, followed by **INSERT DISC**.
- Press OPEN or OPEN/CLOSE (on the remote control) to open the disc tray.
 - › **TRAY OPEN** lights up, followed by **INSERT DISC**.
- Load a disc into the tray with the printed side **facing upwards** (Fig. 7-9) and close the tray.
 - › **TRAY CLOSE** lights up, followed by **READING**.
 - › **8 CM DISC** or **12 CM DISC** lights up and the number of tracks and the playing time of the disc are shown on the display.
 - › **DISC READY** lights up.
- Press PLAY/REPLAY.
 - › **PLAY** lights up and playback starts.
 - You can also press PLAY/REPLAY immediately after inserting the disc; the tray then closes automatically.
 - › The number indicator shows how many tracks are on the disc. When a track has been played its number disappears.
 - › Under **TRACK** is always shown what track is being played.
 - › Under **TRACK TIME** the elapsed playing time of the track being played is always shown.
 - › After the last track play stops.
 - › **8 CM DISC** or **12 CM DISC** lights up, followed by **DISC READY**.
 - › The display again shows the number of tracks and the playing time of the disc.

ADJUSTING THE SOUND LEVEL (▼ VOLUME ▲)

Important!

- Use the ▼ VOLUME ▲ keys only if the player is connected via the VARIABLE output to an amplifier or HiFi system without its own remote control.
- The setting chosen with ▼ VOLUME ▲ is cancelled again if the player is switched off.

- Hold ▼ VOLUME (on the remote control) pressed down.
 - › **VOLUME** lights up.
 - › The output signal from the player will now decrease gradually.
 - › The successive steps are shown on the display (from '7' to '0').
- Release the key as soon as the required sound level is obtained.
- Hold VOLUME ▲ (on the remote control) pressed down.
 - › **VOLUME** lights up.
 - › The output signal from the player will now increase again gradually to the maximum level ('7').
- Release the key as soon as the desired sound level is obtained.

ADJUSTING THE BRIGHTNESS OF THE DISPLAY (DIM)

- Hold DIM pressed down.
 - › **BRIGHTNESS** lights up.
 - › The brightness of the display will now decrease gradually from the set (maximum) level.
 - › The successive steps are shown on the display (from '8' to '1').
 - Release the key as soon as the required brightness level is obtained.
 - Press DIM again.
 - › The brightness will now increase up to the maximum level ('8').
- The brightness set using DIM is cancelled again if the player is switched off.

CALLING UP OTHER TIME INFORMATION (TIME)

- Press TIME whenever you want to know the remaining playing time of a track.
 - › **REM TRACK TIME** lights up.
- Press TIME again if you wish to know the remaining playing time of the entire disc.
 - › **TOTAL REM TIME** lights up.
- Press TIME again if you wish to return to the elapsed playing time indication.
 - › **TRACK TIME** lights up again.

GOING BACK TO THE BEGINNING OF A TRACK (PLAY/REPLAY)

- Press PLAY/REPLAY.
 - › The track starts again from the beginning.

SELECTING ANOTHER TRACK DURING PLAY

('1-0', NEXT or PREVIOUS)

- Put the player in the direct play mode using PROGRAM/PLAY.
 - › PLAY lights up above DIRECT.
- Key in the desired number (numbers consisting of two figures must be keyed in **within 2 seconds**) or press NEXT or PREVIOUS until the number appears under TRACK.
 - › The music stops and a moment later the selected track begins to play.

DISC END will light up if you press NEXT while playing the last track.

DISC BEGIN will light up if you press PREVIOUS while playing the first track.

WRONG TRACK will light up if you select a non-existent number with the '1-0' digit keys.

SELECTING ANOTHER INDEX NUMBER DURING PLAY

(◀ INDEX ▶)

Important!

Index numbers are not indicated specifically on the display. If the parts of a track have index numbers, this will be specified in the track list in the disc holder.

- Press INDEX ▶ or ◀ INDEX until the required index number appears under INDEX.
 - › The music stops and a moment later the selected index number begins to play.

If the index number selected does not exist, play will start again at the beginning of the current index number.

SEARCHING FOR A PARTICULAR PASSAGE DURING PLAY

(◀◀ CURSOR and CURSOR ▶▶)

- Hold ◀◀ CURSOR down to search backwards to the beginning.
- Hold CURSOR ▶▶ down to search forwards to the end.

As soon as the key is released play restarts at once. As soon as you reach the beginning of the first track, a 'P' appears on the display; then, following a two-second pause, DISC BEGIN lights up and play will resume there as soon as you release the key. If you reach the end of the last track, DISC END will light up. If you then release the key, play will resume a few seconds before the end of the disc.

At this search speed sound is audible.

FAST SEARCH FOR A PASSAGE

(FAST and ◀◀ CURSOR or CURSOR ▶▶)

- Press FAST.
 - › FAST lights up.
- Now press ◀◀ CURSOR or CURSOR ▶▶ **within 2 seconds**.
- Hold the key down; if you release the key briefly, searching will resume at the lowest speed.

At this search speed no sound is audible.

SCANNING A DISC (SCAN)

- Press SCAN before or during play.
 - › SCANNING lights up.
 - › If the tray was open, it will now close.
 - › The first 20 seconds of each track are played in turn.
- When the player reaches a track which you wish to hear in full, press PLAY/REPLAY.
- Press SCAN again to end the scanning.
 - › SCANNING then goes out and play continues as normal.

During scanning the digit keys '1-0', NEXT and PREVIOUS can be used.

If you only wish to hear the first 10 seconds:

- Press FAST and then SCAN.
 - › FAST SCAN lights up.
 - › The first 10 seconds of each track are played in turn.
 - When the player reaches a track which you wish to hear in full, press PLAY/REPLAY.
 - Press SCAN again to end the scanning.
 - › FAST SCAN then goes out and play continues as normal.
-

BEGINNING WITH A PARTICULAR TRACK NUMBER

With the digit keys '1-0'

- Put the player in the direct play mode using PROGRAM/PLAY.
 - › PLAY lights up above DIRECT.
 - Key in the required number (numbers consisting of two figures must be keyed in **within 2 seconds**).
 - › The number appears under TRACK.
 - › On the number indicator the selected track number and those following it light up.
 - › PLAY lights up and play starts from the selected track.
- WRONG TRACK lights up if you select a non-existent number.
-

With NEXT or PREVIOUS

- Press NEXT or PREVIOUS until the required number appears under TRACK. If you wish to begin with the highest number, you must still press PREVIOUS once.
 - Press PLAY/REPLAY **within 7 seconds**.
 - › On the number indicator the selected track number and those following it light up.
 - › PLAY lights up and play starts from the selected track.
-

BEGINNING WITH A PARTICULAR INDEX NUMBER

(◀ INDEX ▶ and PLAY/REPLAY)

Important!

Before selecting an index number you must first select a track number. If you select the track number with the digit keys '1-0', then no more than **2 seconds** may elapse between the pressing of the different keys. If you select the track number with NEXT or PREVIOUS, then no more than **7 seconds** may elapse between the pressing of the different keys.

- Select the track number you wish to start with.
 - › Then press INDEX ▶ or ◀ INDEX until the desired index number appears on the display.
 - Press PLAY/REPLAY.
 - › PLAY lights up and play starts from the selected index number.
- If you select a non-existent index number, playback starts with the selected track.
-

PLAYING THE DISC IN RANDOM ORDER (RANDOM)

- Before or during play press RANDOM.
 - › The RANDOM indication lights up.
 - › If the tray was open, it will now close.
 - › All the tracks on the disc are now played in a sequence to be determined by the player.
 - › Press RANDOM again if you wish to return to normal play.
- If during play you press PREVIOUS you will return to a track which has already been played. If you press NEXT you are selecting any one of the following tracks. If you press PREVIOUS during the first track or NEXT during the last track, ERROR will light up. By pressing REPEAT you can repeat random-order play. The player then always begins with the same track, but otherwise changes the sequence every time the disc is repeated. The digit keys '1-0' cannot be used during random-order play.
-

BRIEFLY INTERRUPTING PLAYBACK/HOLDING PLAY AT THE START OF A DISC, TRACK OR PASSAGE (PAUSE)

To briefly interrupt playback

- Press PAUSE.
 - › The PAUSE indication lights up.
 - › The sound stops but the disc continues to spin.
- Press PAUSE again to restart.
 - › The PAUSE indication now goes out.
 - › Play restarts at the point where it was interrupted.

Holding play at the start of a disc, track or passage

You can go to any place on the disc and hold it by pressing PAUSE before:

- starting to play the disc;
- going back to the beginning of a track;
- selecting another track or index number ;
- searching for a particular passage;
- beginning with a particular track or index number;
- playing the disc in random order.

Press PAUSE again to start play at the chosen place.

REPEATING A PASSAGE ('A-B')

- During play press 'A-B' at the required starting point.
 - › The REPEAT A indication lights up, while 'B' flashes.
- Press 'A-B' again at the required stopping point.
 - › The 'B' indication now lights up continuously.
 - › The passage between points A and B will now be replayed continuously.
- Press 'A-B' again to stop repeat.
 - › The REPEAT A-B indication goes out and play continues as normal.

To find the starting and stopping points quickly, you can use the CURSOR \blacktriangleright key.

The repeating of a passage can also be stopped by pressing STOP/CM, OPEN or OPEN/CLOSE.

REPEATING THE DISC (REPEAT)

- Press REPEAT before or during playback.
 - › The REPEAT indication lights up.
 - › The disc will now be repeated continuously.
- Press REPEAT again to stop repeating.
 - › The REPEAT indication goes out.
 - › The disc will play on to the end and then stop.

Repeating can also be stopped by pressing STOP/CM, OPEN or OPEN/CLOSE.

STOPPING PLAYBACK

(STOP/CM, OPEN or OPEN/CLOSE)

- Press STOP/CM if you merely wish to stop.
 - › The PLAY indication goes out, the indication 8 CM DISC or 12 CM DISC lights up, followed a few moments later by DISC READY.
 - › The display shows the number of tracks and the total playing time of the disc.
- Press OPEN or OPEN/CLOSE if you wish to stop and take out the disc.
 - › TRAY OPEN lights up, followed a few moments later by INSERT DISC.

PROGRAMMING

By programming the player you can play up to 30 tracks of a disc in any required sequence. If you exceed the maximum of 30 tracks, ERROR lights up. Index numbers cannot be stored.

STORING A PROGRAMME

Before play

- Press PROGRAM/PLAY.
 - › PROGR lights up under DIRECT; the player is now in the direct programming mode. Every track number you now key in is directly included in the programme.
- Key in the first number you wish to programme.
 - › The number appears under TRACK.
 - › The number lights up on the number indicator; it has now been stored.
- Store each of the remaining track numbers required in the same way.
 - › Every time you store a track number, you will see the number of tracks under TRACK and the playing time of your programme under TRACK TIME. If the programme is longer than 99 minutes and 59 seconds, then '— : —' lights up. The number indicator always shows what numbers have been stored.

During play

- Put the player in the direct programming mode using PROGRAM/PLAY.
 - › PROGR lights up under DIRECT.
 - › Every track number which you now key in is directly included in the programme.
 - › The number indicator always shows what numbers have been stored.

Note!

As soon as you have entered the first number, PROGRAM PLAY lights up and play continues with the programmed track numbers.

STORING TRACK NUMBERS USING SCAN

- Press SCAN before or during play.
 - › SCANNING lights up.
 - › If the tray is open, it will now close.
 - › The first 20 seconds of each track are played in turn.
- Press STORE at each track you wish to include in the programme.
 - › The number appears on the track number indicator; it has now been stored.
 - › The player immediately starts to play the first 20 seconds of the next track.

Here too, you can first press FAST if you only want to hear the first 10 seconds of each track.

CHECKING THE PROGRAMME

- Press REVIEW.
 - › The PROG REVIEW indication lights up.
 - › All the numbers appear in the programmed sequence under TRACK.

If NO PROGRAM lights up, this means that no track numbers have yet been stored.

You can check a programme prior to, during or after programmed play.

ERASING A TRACK NUMBER FROM THE PROGRAMME OR THE ENTIRE PROGRAMME

- Press REVIEW before or after programmed play.
 - › The PROG REVIEW indication lights up.
 - › All the numbers appear in the programmed sequence under TRACK.
- Press CLEAR as soon as the number you wish to erase appears.
 - › The number disappears from the number indicator.
- Press STOP/CM if you wish to erase the entire programme.

PLAYING THE PROGRAMME

- Press PLAY/REPLAY.

› *PROGRAM PLAY* lights up and playback starts with the first number of the programme.

All keys can be used during programmed play. Search for a particular passage is only possible within the track being played. As soon as you reach the beginning of the track, *BEGIN OF NR* lights up; when you reach the end the track, *END OF NR* lights up. As long as the player is in the direct programming mode you can continue to add to the programme during playback. When STOP/CM is pressed or when the programme has been played, the disc stops, but the programme remains stored. The programme will be erased when you open the tray or if you press STOP/CM twice in succession *during playback*.

FAVOURITE TRACK SELECTIONS (FTS)

For each disc you can store two programmes in the player's permanent (FTS) memory.

Your favourite track selections of a given disc can then be called up and played whenever you wish.

The selections will remain stored in the FTS memory even if you play the entire disc or compile a different programme from it.

The number of discs which can be stored in the FTS memory depends on the number of tracks in each programme.

STORING A FAVOURITE TRACK SELECTION

- Compile your programme as described in the PROGRAMMING section.

- Press FTS 1.

› FTS MEMO 1 starts flashing.

- Press STORE.

› *STORED* lights up, followed by the ranking number of this programme.

› The selection is now stored in the FTS 1 memory under this ranking number.

If you wish to store a further selection from the same disc:

- Press STOP/CM. (If you have stored the first programme during playback you must press STOP/CM twice.)

- Compile your programme as described in the PROGRAMMING section.

- Press FTS 2.

› FTS MEMO 2 starts flashing.

- Press STORE.

› *STORED* lights up, followed by the ranking number of this programme.

› The selection is now stored in the FTS 2 memory under this ranking number.

Note!

- If a selection of a particular disc had already been stored, then it is automatically erased and the new selection is stored under the old ranking number.
 - If *NO SPACE* appears after you have pressed STORE, then the FTS memory is full: you must erase one or more old FTS programmes to make room to store the new programme.
 - If *NO PROGRAM* appears after you have pressed STORE, then no programme has been compiled first.
-

FTS PROGRAMMED PLAY

- Press FTS 1 or FTS 2.

› FTS MEMO 1 or FTS MEMO 2 starts flashing.

- Press PLAY/REPLAY.

› FTS MEMO 1 or FTS MEMO 2 now lights up continuously.

› *PROGRAM PLAY* lights up and the chosen selection will now be played.

If *NOT IN FTS 1*, *NOT IN FTS 2* or *NO FTS FOUND* appears, no favourite selection has been stored.

- Press STOP/CM twice if you wish to revert to normal play.

All keys can be used while a favourite selection is being played.

Search for a passage is only possible in the track which is being played. As soon as you reach the beginning of the track, *BEGIN OF NR* lights up; when you reach the end the track, *END OF NR* lights up.

As long as the player is in the direct programming mode you can continue to add to the programme during playback.

CHECKING THE FTS MEMORY

- Press INFO.
 - › *FTS INFO* lights up.
- › The following information appears on the display in this order:
 - The number of discs in the FTS 1 and FTS 2 memory. For example: '*FTS1 04 DISC*' and '*FTS2 05 DISC*'.
 - If the FTS memory is empty, then you will see '*FTS 1 EMPTY*' and/or '*FTS 2 EMPTY*'.
 - The number of spaces available in the memory. For example: '*112 SPACE*'.
 - The number of times that the discs in the FTS 1 and FTS 2 memory have been played: *FTS1 INFO*, followed by, for example, '*NR 01 03 PL*', '*NR 02 05 PL*', etc.
 - FTS2 INFO*, followed by, for example, '*NR 01 04 PL*', '*NR 02 06 PL*', etc.
- Then *TITLE MEMORY* appears. You are now given information on the 'names' which you have given to discs and/or track numbers. For this refer to 'NAMING DISCS AND TRACK NUMBERS' under 'OTHER POSSIBILITIES'.

With NEXT you can proceed more rapidly to the next block of information.

ERASING A FAVOURITE TRACK SELECTION

- Press INFO.
 - › *FTS INFO* lights up.
- Press NEXT until the ranking number appears on the display; for example '*NR 02 01 PL*'.
- Hold CLEAR pressed down until *DELETED* lights up.
 - › The selection has now been erased.

If you do not know the ranking number:

- Load the disc and close the tray.
- Press FTS 1 or FTS 2.
 - › FTS MEMO 1 or FTS MEMO 2 starts flashing.
- Hold CLEAR pressed down until *DELETED* lights up.
 - › The selection has now been erased.

ERASING THE ENTIRE FTS MEMORY

- Press FTS 1.
 - › FTS MEMO 1 starts flashing.
- Hold CLEAR and REPEAT pressed down.
 - › *CLEARING ALL* lights up, followed a few moments later by *ALL CLEARED*.
 - › The entire FTS memory has now been erased.

OTHER POSSIBILITIES

LISTENING WITH HEADPHONES (PHONES)

Connect headphones with a 6.3 mm jack plug and an impedance between 8 and 2000 ohms to the PHONES socket. The sound level you hear is dependent on the impedance of the headphones and the signal level on the disc itself.

PERSONAL PRESETS

Important!

- When setting allow no more than **7 seconds** to elapse between pressing the various keys, otherwise *DISC READY* will light up again and the display will again show the number of tracks and the playing time of the disc.
- Each time you press STORE, the next function to be set will automatically appear on the display. You must therefore store the functions in the order in which they appear on the display.
- All the settings will remain stored in the player's memory, even if you switch it off.
- You can set the following in this order:

The brightness of the display

- Press PRESETS.
 - › *PP* (= Personal Presets) lights up with above it *BRIGHTNESS*; after this you will see the level at which brightness has been set.
- Press ◀ CURSOR or CURSOR ▶ until you obtain the desired brightness.
- Press STORE.
 - › The brightness has now been set.

The play mode (AUTO)

Depending on what play mode you select, after switching on the player or closing the tray by hand, play will automatically begin with:

- the whole disc (AUTO-PLAY);
- the FTS 1 programme of the disc (AUTO-FTS 1);
- the FTS 2 programme of the disc (AUTO-FTS 2) or
- the tracks of the disc in a random order (AUTO-RANDOM).

If you select AUTO-STOP, then you must start play yourself with PLAY/REPLAY, RANDOM or SCAN.

- › *AUTO-STOP* lights up above '*PP*'
- Press ◀ CURSOR or CURSOR ▶ until the required play mode appears on the display.
- Press STORE.
 - › The play mode has now been set.

The sound level of the player (VOLUME)

If the player is connected to the amplifier via the VARIABLE output, play always starts at the set sound level.

- › *VOLUME* lights up above '*PP*'; after this you will see the sound level which has been set.
- Press ◀ CURSOR or CURSOR ▶ until you reach the desired level.
- Press STORE.
 - › The sound level has now been set.

The fade-in time

When play starts the volume will gradually increase over the period of time entered (max. 20 sec.) to the sound level set on the amplifier. For this close the tray with PAUSE and start play by pressing PAUSE again.

- › *FADE IN TIME* lights up above '*PP*'.
- › Under TIME you will see the set fade-in time.
- Press ◀ CURSOR or CURSOR ▶ until the required time appears under TIME.
- Press STORE.
 - › The fade-in time has now been set.

The fade-out time

If you press PAUSE during play the volume will gradually decrease over the period of time entered (max. 20 sec.). Restart play by pressing PAUSE again.

The volume will now gradually increase again over the period of time entered (max. 20 sec.) to the sound level set on the amplifier.

› **FADE OUT TIME** lights up above 'PP'

› Under TIME you will see the set fade-out time.

● Press ◀ CURSOR or CURSOR ▶ until the required time appears under TIME.

● Press STORE.

› The fade-out time has now been set.

› **BRIGHTNESS** lights up again above 'PP'; you have now had all the presets.

● Press STOP/CM or PRESETS again.

› **DISC READY** lights up and the display shows the number of tracks and the playing time of the disc.

NAMING DISCS AND TRACK NUMBERS (TITLE)

Using the digit/alphabet keys you can give all discs and track numbers a 'name'.

A 'name' can consist of a maximum of 12 characters (letters, digits and/or symbols). Each key has marked on it what digit and what letters can be entered with it. With key '9' you can enter a space (). With key '0' you can enter the symbols /, +, <, -, >, _ and *.

Naming a disc

● Press TITLE.

› TITLE lights up.

› '0' appears under TRACK.

› The cursor begins to flash on the display.

● You can now enter the required 'name'; after each character that you key in press CURSOR ▶ to pass on to the next position on the display (with ◀ CURSOR you return to the previous position).

● Press STORE as soon as you have entered the complete 'name'.

› The 'name' disappears and **STORED** lights up.

› The 'name' appears again. The first character flashes; you can still change the 'name' if you wish.

● Press TITLE if there is nothing you wish to change.

› The 'name' has now been stored in the permanent (FTS) memory of the player.

Naming a track number

● Press TITLE.

› TITLE lights up.

› '0' appears under TRACK.

● Select the required number with NEXT or PREVIOUS.

› The number appears under TRACK.

● Now enter the 'name' and store it using STORE.

Track numbers can still be named even if a 'name' has already been stored for the entire disc.

Note!

If **NO SPACE** lights up after you have pressed STORE, then the memory is full: you will have to erase one or more 'names' to make space for the new one.

CHANGING A 'NAME'

● Press TITLE.

› The 'name' appears on the display; the first character flashes.

● Enter the new 'name' and store it again using STORE.

CHECKING THE TITLE MEMORY

● Press INFO.

› **FTS INFO** lights up.

● Press NEXT until **TITLE MEMORY** appears on the display.

› You will now receive the information on the 'names' entered.

You will see in succession: **TITLE NR 1** followed by the 'name', **TITLE NR 2** followed by the 'name' etc.

If no names have been stored in the FTS memory, then **NO TITLE** lights up.

With NEXT you can proceed more rapidly to the next block of information.

ERASING A 'NAME'

● Press INFO.

› **FTS INFO** lights up.

● Press NEXT until **the number** of the name appears on the display; for example **TITLE NR 02**.

● Hold CLEAR pressed down until **DELETED** lights up.

› The name has now been erased.

RECORDING FROM YOUR COMPACT DISC PLAYER (EDIT)

If you wish to make a tape recording of a disc or a programme, it can be useful to store the recording time of the tape in the player's memory.

Should the disc or the programme be longer than one side of the tape, a pause will then be inserted automatically after the last track which fits onto that side. This will prevent the disc or the programme continuing to play when the tape has already stopped.

Important!

– If the player has been connected to the amplifier via the VARIABLE output, the ▼ VOLUME ▲ keys may not be used during recording, as they affect the strength of the signal from the player.

– If the sound level has been reduced in the PRESETS mode, it must be returned to the sound level set on the amplifier using CURSOR ▶.

● Press EDIT.

› **CASSETTE** lights up with beneath it 'C 000'.

● Press NEXT or PREVIOUS until the required recording time appears on the display (you will see successively: 'C 30', 'C 45', 'C 60', 'C 90' and 'C 120') or key in the recording time of the tape using the '1-0' digit keys. For a 60-minute tape you should key in '060'.

› The recording time is now stored in the player's memory; you can now record the disc or the programme.

● Press PLAY/REPLAY.

› **CASSETTE SIDE A** lights up, followed by **PLAY** or **PROGRAM PLAY**.

› The track number indicator shows which tracks can be recorded on side A of the tape; these numbers will be played one after the other.

› Play will stop after the last track.

› **CASSETTE SIDE B** lights up and the track number indicator shows which tracks can be recorded on side B of the tape.

● Press PAUSE.

› The track numbers shown on the number indicator are played in that order.

Note!

– You can also start playback with **RANDOM**; the numbers will then be recorded in a different order than on the disc or in the programme.

– As soon as you press **PLAY/REPLAY** or **RANDOM**, the other player functions (except **TIME** and **DIM**) will temporarily be switched off to prevent the recording being interfered with. **EDIT ACTIVE** lights up if you press one of the other keys during playback.

ADDITIONAL INFORMATION

CARE OF THE DISCS

Although both sides of a disc are protected by a special coating, it is still advisable to treat the discs with care:

- Never leave discs lying around, put them back in their holders immediately after use.
- Never write on the printed side!
- Do not attach any stickers on the disc.
- Keep the shiny surface of the disc clean. Use a soft lint-free cloth and always wipe the disc in a straight line from centre to edge. You may breathe lightly on the disc first.

The cleaning set SBC 3540, available separately, is a useful accessory for cleaning your discs. It contains a protective support, a special disc cleaning cloth and a bottle of cleaning fluid.

Important!

Cleaning agents for conventional records are not suitable for cleaning a Compact Disc. Nor may detergents or abrasive cleaning agents be used.

PLAYER MAINTENANCE

A chamois leather slightly moistened with water is sufficient for cleaning the player. Do not use cleaning agents containing alcohol, spirits, ammonia or abrasives.

The disc tray should be kept free of dust with a dry cloth.

TECHNICAL DATA

Typical Audio Performance

Frequency range: 2-20,000 Hz

Amplitude linearity: ± 0.02 dB (20-20,000 Hz)

Phase linearity: $\pm 0.5^\circ$ (20-20,000 Hz)

Dynamic range: > 96 dB (20-20,000 Hz)

Signal-to-noise ratio: > 110 dB (20-20,000 Hz)

Channel separation: 110 dB (1 kHz)

Total harmonic distortion: 0.0025% (1 kHz)

Wow and flutter: quartz crystal precision

D/A conversion: quadruple oversampling (176.4 kHz) with digital filter and two 16-bit D/A-converters

Audio output level: $2 V_{rms}$

Impedance PHONES socket: 8-1000 ohms

Power supply

Mains voltage and frequency: see the type plate on the rear of the player

Power consumption: 25 W approx.

Safety requirements: IEC 65

Cabinet

Material/finish: metal and polystyrene with decorative trim

Dimensions (w x h x d): 420 x 90 x 280 mm

Weight: 4 kg approx.

Subject to modification

This Compact Disc player complies with radio interference requirements as laid down in EC regulations.

FAULTS AND THEIR LIKELY CAUSES

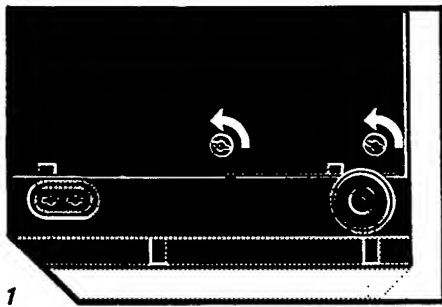
Insufficient familiarity with the combination of a new product and new discs may lead to faults arising during use. These are generally caused by simple errors in operation or external factors. It is perhaps useful to check the points listed below and where possible remedy these before taking your player for repair.

- The transit clamps have not been removed.
- Condensation has formed on the lens of the laser due to a dramatic change in temperature. This will disappear automatically after some time.
- There is a foreign object in the disc tray.
- The disc has not been inserted with the printed side up or there is no disc in the tray.
- The disc is dirty, badly scratched or warped.
- The player has been connected to the PHONO socket of the amplifier.

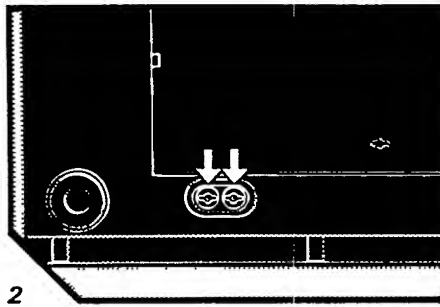
If the fault remains, try to clear it by switching the player off and on. If this also fails to help, do not continue experimenting, but remove the plug from the socket and consult your dealer.

Certain faults may be caused by a disc. In order to help determine the precise cause, take the disc with which the fault occurred with you when you take the player for repair.

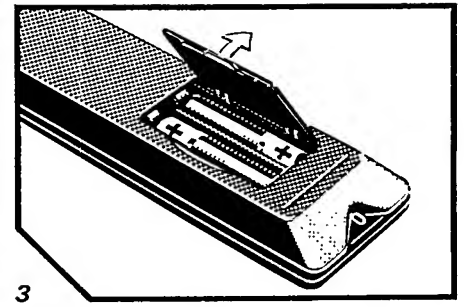
Under no circumstances should you repair the player yourself, as this will invalidate the guarantee!



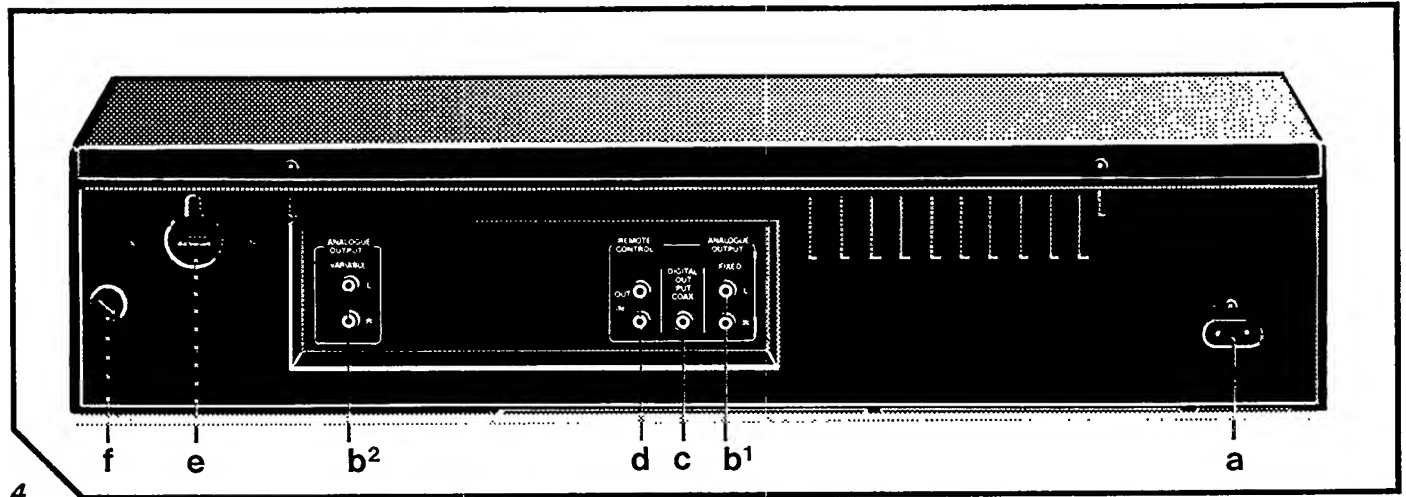
1



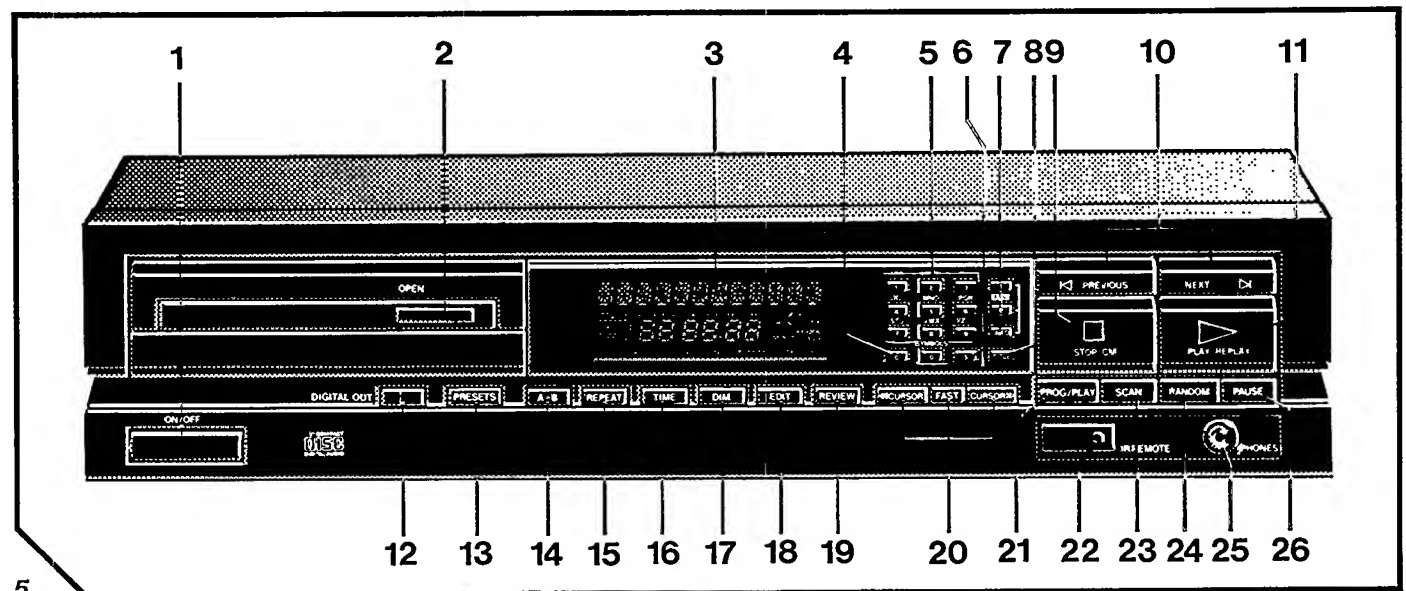
2



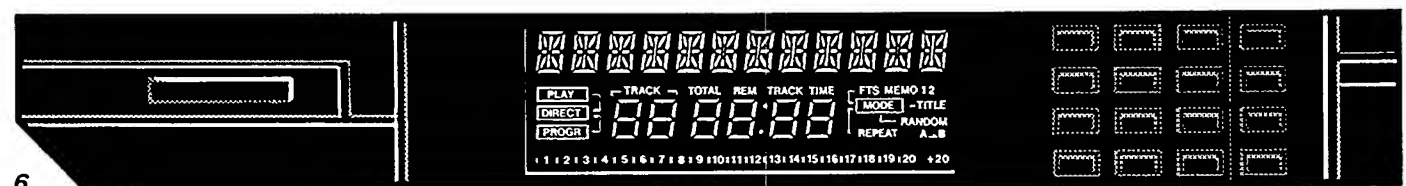
3



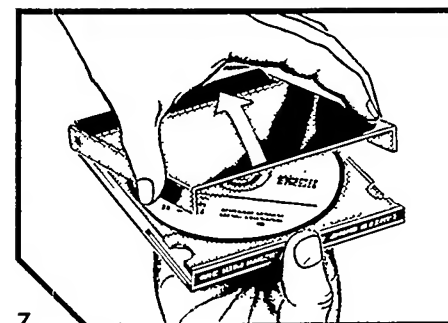
4



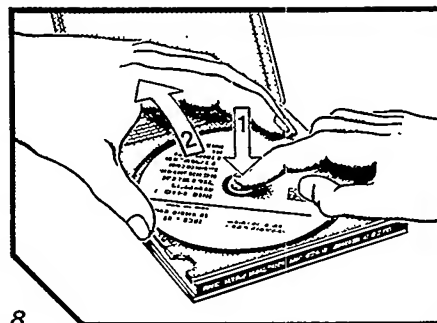
5



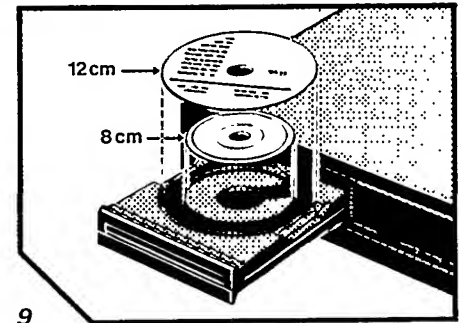
6



7



8



9

